

# Da Eun Kim



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daeunk.github.io

## EDUCATION

### Stanford University

M.S. Candidate in Computer Science,  
Human-Computer Interaction  
March 2018

B.S. in Symbolic Systems,  
Human-Computer Interaction  
June 2017

## SKILLS

C++/OpenGL	●	●	●	●	●
JavaScript	●	●	●	●	●
HTML/CSS	●	●	●	●	●
Python	●	●	●	●	●
Java	●	●	●	●	○
Sketch	●	●	●	●	○
Figma	●	●	●	●	○
German	●	●	●	○	○
Korean	●	●	●	○	○

## WORK EXPERIENCE

**Google** New York, NY Sept 2018-present  
**Software Engineer**  
Launched user-editable theme colors in Google Slides (handling end-to-end implementation) with 700K 28DAU  
Led initiative to be more data-driven by creating 10+ documents around dashboarding and SQL queries  
Spearheaded 3 investigations looking into metrics of how users use media in Slides

**Pixar Animation Studios** Summer 2018  
**Post Production Engineering Intern**  
Joined a team of 4 engineers to create web applications for post production  
Researched and improved performance of 1 web application with caching  
Migrated 5 apps from PyQt4 to PyQt5  
Tested the post production pipeline for remastering the Toy Story movies

**Google** Mountain View, CA Summer 2017  
**Software Engineering Intern**  
Owned a feature for Google Earth  
Engaged in active discussions with the PM and UX around the feature's vision  
Presented a new demo of the feature almost weekly for 12 weeks

**Google** New York, NY Summer 2016  
**Software Engineering Intern**  
Implemented the shape-recognition-from-drawing feature in Jamboard  
Modified the feature to create dynamic shape entities rather than rasterized strokes  
Collaborated with 2 UX designers to fit the playful vibe of the product

## PERSONAL PROJECTS

**spectrum** January-March 2018  
spectrumthegame.github.io/spectrum  
Created an iOS 2D mobile puzzle game where you pluck various strings to produce “traveling wave” forces that move a ball towards the goal  
Won 2nd place out of 50 in an in class competition with judges from Blizzard and Riot

**Hollywood & Foreign Actors** Sept.-Dec. 2017  
Exploring Hollywood’s Appeal to an International Audience Through Foreign Actors  
Utilized D3 for data visualizations and Python for web scraping.  
Compiled data on 1500 movies and 391 scripts to provide robust analyses

**sense** April-June 2017  
Tackling mental health issues through personalized verbal journaling  
Built an Android voice recording app targeted towards users experiencing anxiety, stress, and other mental health issues  
Spearheaded analytics, needfinding, and usability interviews with 15 users